

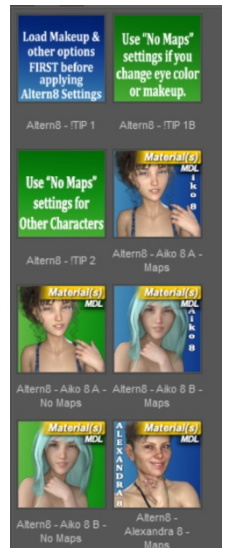
Thank you for purchasing Altern8 - Skin Shader System for Genesis 8!



This product is intended to support 10 of the Daz Original "Official 8" characters - but the included presets and adjustment settings can be used on other Genesis 8 and Genesis 3 characters.

To use Altern8:

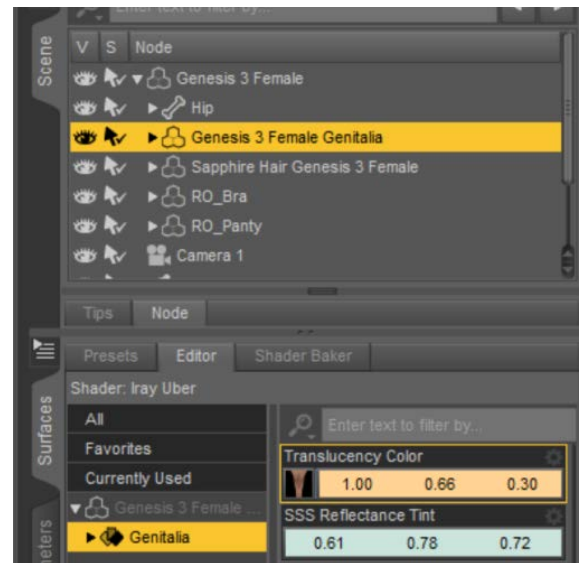
1. Load your Genesis 8 or Genesis 3 character and make sure it's selected in the Scene Tab.
 - a. To load specific character maps: Use the blue **"Maps"** settings with the character's name of the maps you wish to load.
 - b. To use the Altern8 Shaders on other characters: Use the green **"No Maps"** presets.
 - c. Try out the different presets to find the one that gives the look that's closest to the look you want for your character.
2. Use the included **adjustment settings** (SSS Tint Colors, Translucency Colors, Translucency Strength, Skin Shine, Transmitted Measurement Distance, and Eye Enhancement settings) to further customize and adjust the look of your character.



To use Altern8 Gens Shaders



1. Load your character and gens.
2. Apply the character and gens maps.
3. Make sure you select the Gens in both the Scene Tab as well as the Surfaces Tab.
4. Apply any of the Gens Shaders and Gens Adjustment Settings:



Tips for Darker Skinned Characters:

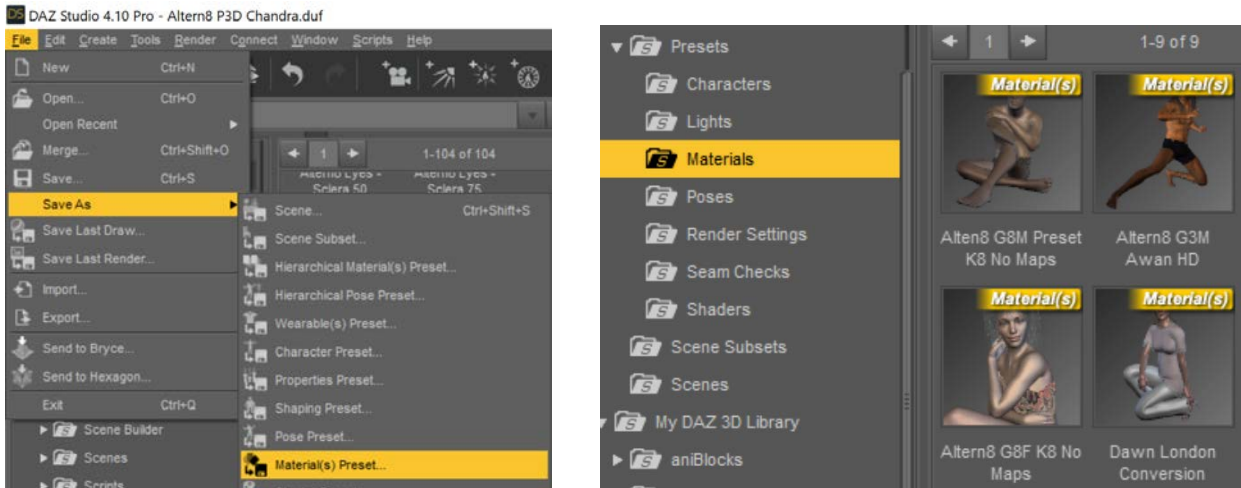


- Load your character; apply the different "No Maps" presets to the character until you find one that's **closest** to the look you're looking to achieve.
- **Don't panic** if none of the presets make your character look good - the adjustment settings will help. First find a preset that looks best. Don't worry if the color looks funny, that can be adjusted later.
- Once you have a "No Maps" preset applied scroll down to the bottom of the folder to where the **"Transmitted Measurement Distance" Settings** are located. Apply one of the lower settings. The "Transmitted Measurement Distance .12" setting tends to work well, but you can also try the .07 setting and the .25 setting. Don't worry if the color changes dramatically after applying the Transmitted Measurement Distance setting. That can be fixed with the included SSS Tint Colors.
- Next to go the **SSS Tint Colors** and load the settings until you find an SSS Tint color that gets you closer to the color you're looking for.
- You can then **further adjust the character** with the **Translucency Colors, Translucency Strength Settings, and Skin Shine Settings**.
- If you end up FAR from what you're looking for, **try a different "No Maps" preset**.
- Don't be afraid to experiment and try different settings combinations.



Save and Use Your Faves

Once you find settings that you like for your character's skin, the settings can be saved to be used later by saving it as a Material Preset. To save as a Materials Preset, make sure you have the character selected in the Scene Tab and go to "File >> Save As >> Material(s) Preset". Name it something that you can remember (for instance: Amylynn with Altern8) and save it to a location you'll remember.

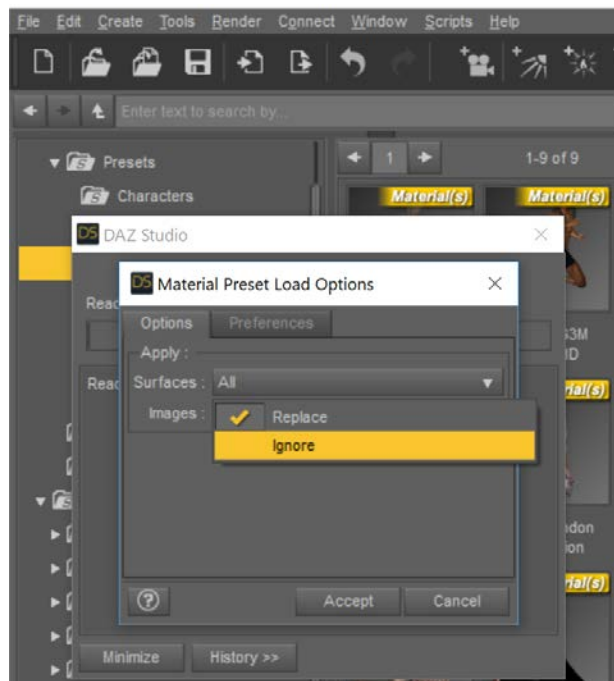


Once the Materials Preset is saved, the materials can be loaded onto any of your characters.

To use just the settings from the Materials Preset on other characters/with other texture maps:

You'll want to first apply the included Eye Enhancement settings and use the "Load Skin Shine Maps" setting to get the skin shine and eye enhancement maps applied to the character, then:

1. Make sure the Character is selected in the Scene Tab
2. Hold down "Control" and Double Click on the Materials Preset
3. When the window pops up where it says "Images", select "Ignore" then hit "Accept".



This should then apply all of your saved settings minus the texture maps.

Final Notes:



1. **Don't be afraid to experiment** with different settings! You can use the different Presets on any G8 or G3 character - the male presets can be used on the females and vice versa.
2. While Altern8 for Genesis 8 was designed around 10 of the "Official 8" Daz Original characters, I tried to also include **a wide variety of adjustment settings** so that the presets can be used on different characters and support a wider range of characters and skins. This product isn't intended to be a "magic bullet" or a product that supports every Genesis 8 and Genesis 3 character ever made. Some manual adjustments or tweaking may be required to get maximum enhancement of your character's skin.
3. Altern8 - Skin Shader System for Genesis 8 is also **a Merchant Resource**. The included settings and maps can be used in your commercial products so long as the included maps are changed to be unique to your character or model and that you do not use Altern8 for any skin shader or skin settings product.

Thank you again for your purchase of the Altern8 - Skin Shader System for Genesis 8 product! I very much appreciate the support! :) I hope you enjoy the product. Happy rendering!